
By: **Senator Hafer**

Introduced and read first time: January 31, 2003

Assigned to: Budget and Taxation

Committee Report: Favorable

Senate action: Adopted

Read second time: February 25, 2003

CHAPTER_____

1 AN ACT concerning

2 **Allegany County - Property Tax Credit - Gilchrest Museum**

3 FOR the purpose of authorizing the governing body of Allegany County or of a
4 municipal corporation in Allegany County to grant a property tax credit against
5 the county or municipal corporation property tax imposed on property owned by
6 the Cumberland Cultural Foundation known as the Gilchrest Museum; and
7 generally relating to a property tax credit in Allegany County for the Gilchrest
8 Museum.

9 BY repealing and reenacting, with amendments,
10 Article - Tax - Property
11 Section 9-302(b)
12 Annotated Code of Maryland
13 (2001 Replacement Volume and 2002 Supplement)

14 SECTION 1. BE IT ENACTED BY THE GENERAL ASSEMBLY OF
15 MARYLAND, That the Laws of Maryland read as follows:

16 **Article - Tax - Property**

17 9-302.

18 (b) The governing body of Allegany County or of a municipal corporation in
19 Allegany County may grant, by law, a property tax credit under this section against
20 the county or municipal corporation property tax imposed on:

21 (1) property that is owned by the Upper Potomac Jaycees, Incorporated;

1 (2) property that is owned by the Allegany Beagle Club, Incorporated;

2 (3) property that is:

3 (i) leased by Frostburg Community Hospital, Inc.; and

4 (ii) used for hospital purposes;

5 (4) property that is owned by the Western Maryland Scenic Railroad;

6 (5) property that is owned by the Frostburg Lions Club;

7 (6) property that is owned by the Cumberland/Allegany County
8 Industrial Foundation, Inc.; [and]

9 (7) property that is owned by the La Vale Lions Club Foundation, Inc.;

10 AND

11 (8) PROPERTY THAT IS OWNED BY CUMBERLAND CULTURAL
12 FOUNDATION AND IS KNOWN AS THE GILCHREST MUSEUM.

13 SECTION 2. AND BE IT FURTHER ENACTED, That this Act shall take effect
14 July 1, 2003.